Grade 3/4 Weekly Newsletter

October 23-27

Dear Parents,

Time is flying by. This Thursday is the Halloween Spooktacular. If you haven’t sent in a donation please do so before Thursday. Join us on Thursday evening for fun and treats!

 **REMINDER: Tuesday is an early dismissal! Students will be dismissed at 11:00.**

 The Annual Christmas Bazaar is on Saturday, November 25, 2017. We are looking for donations for our silent auctions. If you know of a business or organization that might be in a position to make a donation please contact the school so we can reach out to them.

Homework: **\*\*All homework is due on Friday. Please don’t return your homework duotang till then.**

1. In math we are working on building our number sense by representing numbers in different ways. As well we have started to look at representing and interpreting data on Wednesdays.
2. Students can continue to practice Math concepts on Sumdog. If they are going to play on tablets or on the computer we might as well try to get them playing Math games.
3. We have include a math game Shut the Box. Students went over this game in class so they should know how to play.
4. Spelling – Please practice spelling at home. A spelling check-in will take place each Wednesday and new words will be sent home.
5. Please read at least 15 minutes a night. Please use the reading log below to record what you have read. Remember Fantastic 3’s for every 15 mins you read you will earn $10 in classroom bucks!! *If you would like to borrow books from us, please let us know.*

|  |  |  |  |
| --- | --- | --- | --- |
|  | Title of The Book | Minutes  | Parent’s Initials |
| Monday |  |  |  |
| Tuesday |  |  |  |
| Wednesday |  |  |  |
| Thursday |  |  |  |

Reminders:

1. Tuesday, October 24th – ½ Day for students – Students will be bussed home at 11:00.
2. Thursday, October 26th – Halloween Spooktacular

If you have any questions or concerns, please don’t hesitate to get in contact with us.

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**Shut the Box**

Requirements: Pencil and two dice

Objective: To Cross off as many numbers as possible on your turn. The player with the lowest score wins.

The first player rolls both dice and counts the number of ‘pips’ (dots) on the dice. Add the numbers on the dice together. Using this sum, the player can mark off any combination of numbered levers that add up to the sum. For example, if a 2 and a 5 are rolled, the player may choose to mark off: 7, 1 & 6, 2 & 5, 3 & 4, 1 & 2 & 4.

If any of the numbers between 7-9 are still available, the player must roll both dices, if these numbers are marked off, the player may choose to roll one die or both dice.

The first player continues to roll the di(c)e until they can no longer mark off an appropriate combination of numbers. Add up the numbers on the levers that remain, and this is the first player’s score. For example, if the 1, 2, and 9 levers are still available, the player’s score is 12.

It is now the second player’s turn. All of the levers are ‘opened’ again, and the second player repeats the process. When all players have had a turn, the player with the lowest score wins.

Player 1

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Player 2

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Player 1

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Player 2

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Player 1

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Player 2

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |